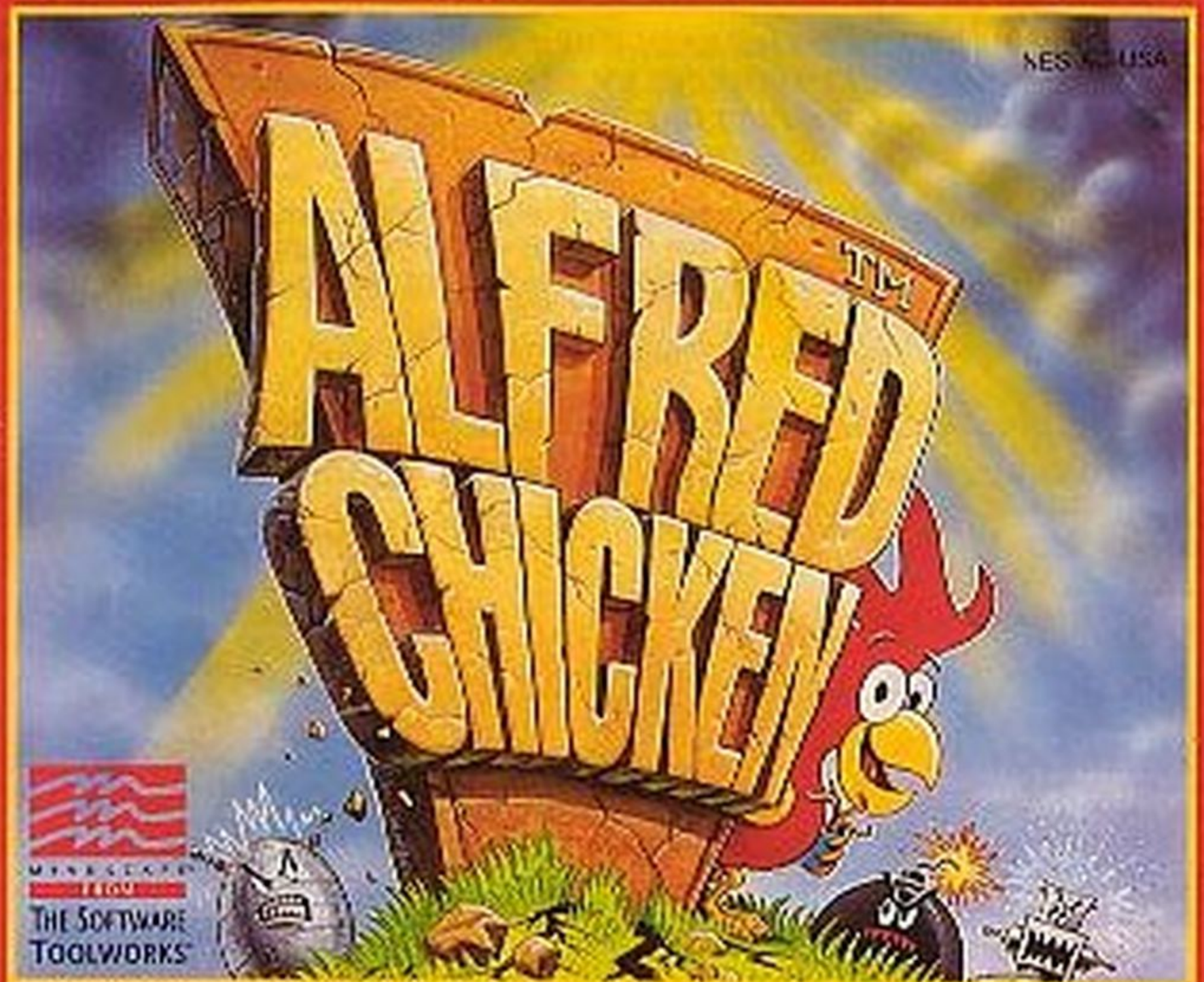

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Mr. Peckles says, "Read this booklet, so you can give Alfred all the help he needs!"

Alfred sends this message from Wild World, "Thanks for helping me battle the evil MEKA-CHICKENS!"

MR. PECKLES' TABLE OF CONTENTS

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THE MEKA-CHICKEN THREAT

WE, THE MEKA-CHICKENS, HAVE EGGNAPPED BILLY AND HIS BROTHERS TO USE IN OUR EVIL CLONING EXPERIMENTS !!
P.S. WE HAVE FLOELLA TOO.
HA-HA-HA-HA-HA

GAME CONTROLS

Control Pad

◄ *Move* Alfred left.
► *Move* Alfred right.
▲ Enter a door.
▼ Peck when standing.
Dive bomb when falling.

Note: Dive bombing destroys the monsters, but be careful, some monsters can defend against it!

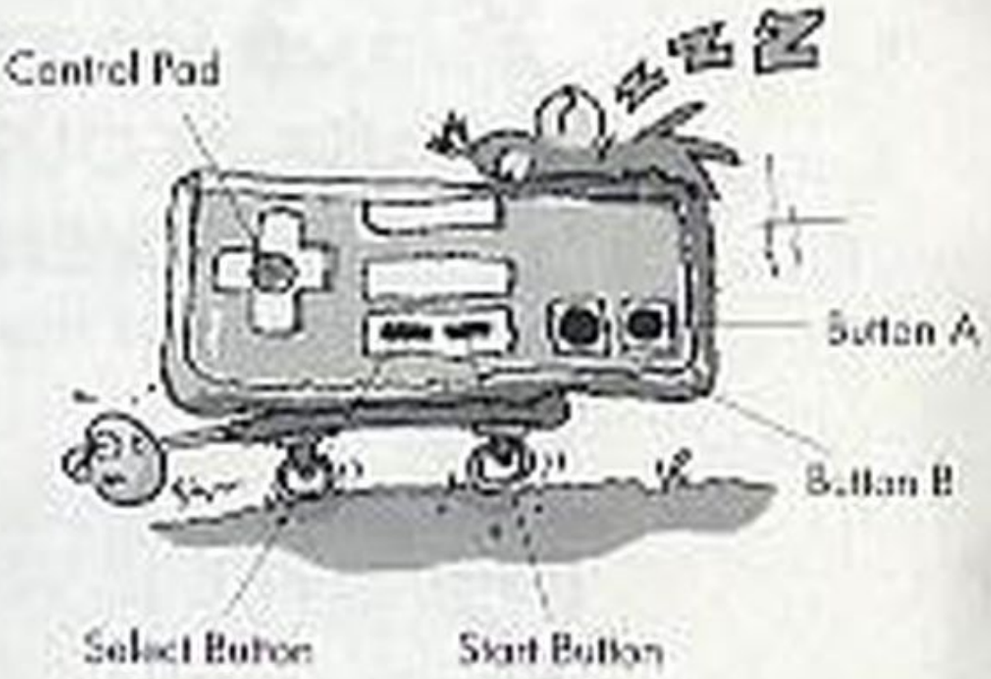
Swimming

When Alfred is in the water he swims like a duck. Press ▲ ▼ ◄ and ► to help Alfred swim up, down, left, and right.

Start Button

At the title screen, press **Start** to begin the adventure!

During the game, press **Start** to pause and unpause.



B Button

Bombs: If Alfred has the pot of Jam, press **B** to fire a bomb.

Bullets: Press **B** to fire a large bullet when Alfred battles a Meka-Chicken.

A Button

Jumping: Press **A** to make Alfred jump when standing-the longer you hold the button down the higher he jumps!

Spring: Press **A** to give Alfred extra lift when he bounces off a spring.

Falling: Press **A** to slow Alfred's fall.

STARTING THE GAME

To play. Make sure your Nintendo Entertainment System (NES) is turned **off**. Put the *Alfred Chicken* Game Pak in the NES and turn **on** the power.

Title Screen. Press **Start** to begin the game.

Game Screen
Press **Start** to see important information at the bottom of the game screen.

1. Score.
2. Number of balloons left to collect.
3. Bonus time remaining.
4. Number of diamonds remaining.
5. Number of Alfreds remaining.

Press **Start** again to keep playing.

COMPLETING THE MISSION

Balloons

Alfred must peck all balloons on each level. The last balloon floats Alfred to Mr. Peckles' Space Lab, where he gets points and extra lives based on bonuses.

Diamonds

A girl's best friend, diamonds are Floella's favorite. There are 60 diamonds on each level. Mr. Peckles awards points for each, or an extra life for all 60 of them.

Doorways

Doors connect the rooms on each level. Some lead to secret rooms, so try them all!

Buttons

Buttons turn certain blocks on or off, and help get to other parts of the level.

Bonuses

Collect bonuses on each level. Mr. Peckles awards one extra life for every hundred collected. Look out for these:

Mr. Peckles Space Lab
This is where Mr. Peckles rewards Alfred for his bravery.

On/Off Blocks
Alfred effects some things in the game by pecking these blocks.

Springs
Alfred can spring to high or hard to reach places. When Alfred jumps on a spring it bounces him into the air. Press **A** to make him bounce higher.

Ice
Alfred can either peck or dive bomb through ice. (Diving is faster!)

HELPFUL OBJECTS

Watering can
There is are on each of the worlds. Some are very well hidden, so look hard. Mr. Peckles awards an extra life for every can Alfred finds.

Can O Worms
Collect this to give Alfred a worm that spins around him, destroying monsters and breaking through ice blocks.

Egg cup
Gives one extra life.

Present
This makes Alfred invincible for a little while.

Clock
Gives 150 extra time units.

Bonus Game
Alfred gets 50 points for each present collected. If all the presents are collected then Mr. Peckles will award one extra life.

THE ENEMIES

Here are some of the enemies Alfred meets. Watch out! There are many more waiting to foil Alfred's mission.

Mino - The whale
An engine propelled monster found under water. If Alfred touches Mino, he meets a watery end!

Mag-Mine
Peck the On/Off block to activate and deactivate the Mag-Mine. When active, it is attracted to Alfred. Alfred should only touch the Mag-Mine in a dive bomb, which bounces him into the air. Alfred can use this to reach normally impossible places.

Byron Snail
He looks harmless enough, but Alfred better not touch him!

The Control Mine
The Control Mine is guided by the direction of the arrow on the Control Block. The mine is the only thing that can break through the Grim Blocker.

Grim Blocker
The Grim Blocker is normally found blocking Alfred's path.

The Control Block

Peck the Control Block, to change it into an arrow. Peck it again to move the arrow in a clockwise or counterclockwise direction (depends on the side where Alfred stands).

THE EVIL MEKA-CHICKENS

They designed and built all the obstacles to stop Alfred from rescuing Billy and his brothers. Alfred must defeat all the Meka-Chickens before he can make the rescue.

When Alfred meets a Meka-Chicken, he flies in his Meka-Buster Ship, which fires large bullets. To help fly the Meka-Buster use the Control Pad to aim and **B** to fire.

p.s. They only have one weak point. Find it and blast away.

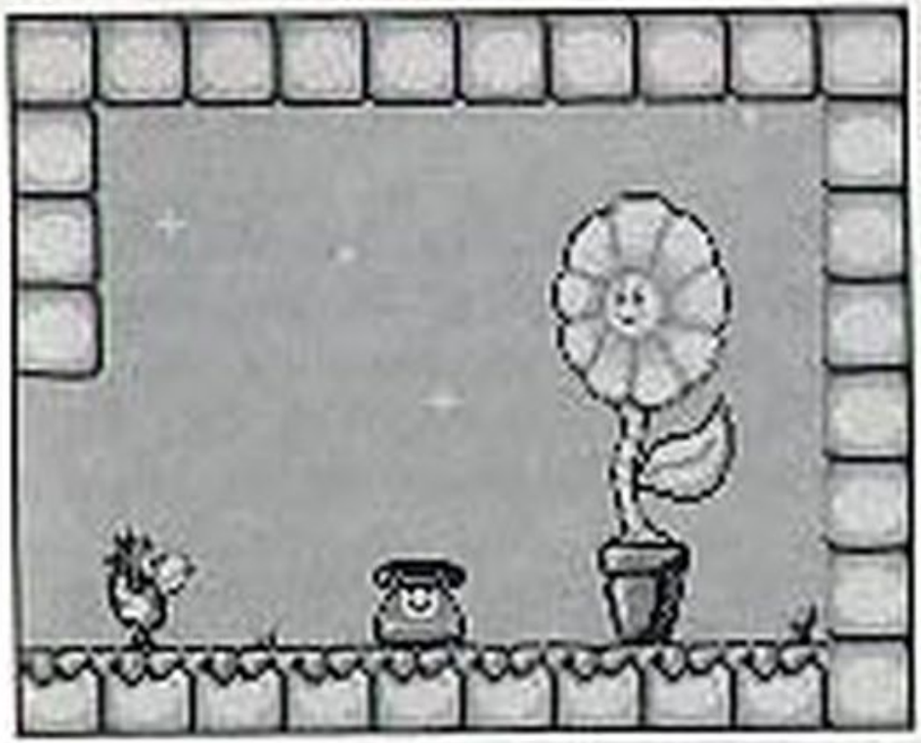
MR. PECKLES HINTS & TIPS

Mr. Peckles Secret Room
On each level, if you look hard enough, you will find a door to a secret room. When in there, if you pick up the telephone, Mr. Peckles will give you a pot of jam.

Pot of Jam

This special jam pot lets Alfred fire bombs at monsters. Also use the bombs to find secret blocks, collect bonuses, shoot directional indicators, and activate On/Off blocks.

Moving Platforms
Some platforms follow paths around the map. These appear as dotted lines.



Secret
This game has loads of secret and hidden parts – things that can be triggered by shooting them, invisible springs that appear when landed on, walls that can be walked through, and lots more.

You have read the book – now play the game!

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